PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00626
Tales of Destiny™
namco®

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Tales of Destiny™

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CHAPTER 1

INVITATION

This chapter introduces the characters, the Swordians, and the history of this world. Take a peek. You may find it useful.

A Planetary History

One thousand years ago, a comet possessing special energies crashed into this world. The planet's axis was thrown out of balance and many countries suffered great floods. The impact of the collision threw dust clouds into the air and blocked off all sunlight from the planet's surface, plunging the world into an artificial winter that lasted for decades.

Survivors raced to build floating cities in an effort to reach the warmth and light of the sun. It was during this time when a new source of energy called Lens was developed from the core material of the deadly comet.

The discovery of Lens and further research fueled rapid advances in technology, and Dycroft, an Aeropolis (a city in the sky) was completed within the short span of a year. However, only a select few were chosen to live in the Aeropolis, leaving the general population to remain on the cold, desolate, glacier-covered surface of the planet.

As time passed, those who lived on the Aeropolis came to call themselves the Aethereans and began their rule over the E'rthers, or the unfortunate outcast masses who lived on the surface. The Aethereans eventually developed the Belcrant, a powerful and lethal weapon of mass destruction designed to punish the E'rthers who resisted their rule.

In time, E'rthers rebelled against the despotic rule of the Aethereans, thus beginning a full-scale war called the Aeth'er Wars. Although the Aethereans had an overwhelming advantage over the E'rthers at first, a group of Aetherean scientists who developed the deadly Belcrant defected to the surface out of their hatred for the despotic, elitist Aetherean regime. This was a pivotal moment in history that turned the tide against the Aetherians.

These scientists brought their knowledge of the latest Lens technologies and applied it to the development of the ultimate weapon, the Swordian- a sword weapon imbued with sentience. These weapons finally enabled the E'rthers to resist the Aeropolis.

Thanks to the valiant efforts of warriors known as the Swordian Masters and their Swordians, scores of Aeropolis were destroyed and sunk to rest in the depths of the deepest seas. In the end, the E'rthers claimed victory over the Aetherians.

Some several hundred years after the Aeth'er Wars ended, people forgot about this terrible war and the Aethereans. In the meantime, the Swordians entered into stasis sleep since they were no longer required to fight the Aetherians. The Swordians would remain in their self-imposed sleep until they were called upon to battle evil once again...

Introducing the Characters

Stahn Aileron

Age: 19
Height: 172 cm
Weight: 63 kg

Stahn lost both of his parents at a young age, so his grandfather raised him as well as his younger sister, Lilith. He left his family and town behind in search of adventure against his family's wishes. He hopes his adventures will enable him to someday become a master swordsman. He can't stand evildoers, and tries to help people who need help (or even people who don't need it!). So, Stahn and trouble have become fast friends. Stahn is not exactly what you would call an early-riser, so he can be grouchy in the morning.

Garr Kelvin

Age: 23
Height: 181 cm
Weight: 68 kg

Garr is the first son of King Sark of the Kingdom of Phandaria. His understanding father gives him the freedom to seek his fortune in adventures, but that doesn't mean he takes life for granted. On the contrary, he can be extremely serious. He's cool, calm, and collected in a jam, and has a knack for seeing straight into the heart of complex matters. He's also a good-looking fellow on top of all this.

Chelsea Torn

Age: 14
Height: 151 cm
Weight: 39 kg

Chelsea is the granddaughter of Alba, Garr's archery master. Like her grandfather, Chelsea's archery skills are astounding to say the least. She's wise beyond her age, and sometimes surprises others with her insight. We say sometimes because her wit can miss the mark completely. Also, it's a good thing she travels with her friends because she has a tendency of getting lost. She'd get lost on her way to breakfast if it weren't for her sense of smell!

Rutee Katrea

Age: 18

Height: 157 cm

Weight: 46 kg

Rutee is a Lens hunter who always travels with her partner Mary. Rutee is crazy for Lens and anything else that might turn her a tidy profit- so much so that some people might think of her first as a profiteering thief instead of a heroine. And she seems to have a hidden agenda that doesn't help her image at all...

Leon Magnus

Age: 16
Height: 159 cm
Weight: 48 kg

At the tender age of 16, Leon is the youngest master swordsman in history to serve the Kingdom of Seinegald. Leon appears to be level-headed on the surface, but he actually tends to be an impatient emotional firecracker with a very short fuse. He can be patronizing yet kind to people he likes- in other words, Leon's someone who can be extremely difficult to get along with.

Mary Argent

Age: 24
Height: 170 cm
Weight: 54 kg

Rutee's partner in crime, Mary is a warrior who can only remember her first name. It's really hard to tell if she has amnesia or is just plain dense. Mary is usually quiet and doesn't show much emotion. However, she is known to go into a wild frenzy during battles.

Philia Felice

Age: 19
Height: 162 cm
Weight: 45 kg

Philia is an ex-priestess from Straylize Temple who used to research the secrets of the Ancients. Soft-spoken and mild-mannered, people soon learn that she can be a formidable force to be reckoned with. She seems to have a strange, strained relationship with Stahn, and Rutee...

Karyl Sheeden

Age: 26
Height: 174 cm
Weight: 61 kg

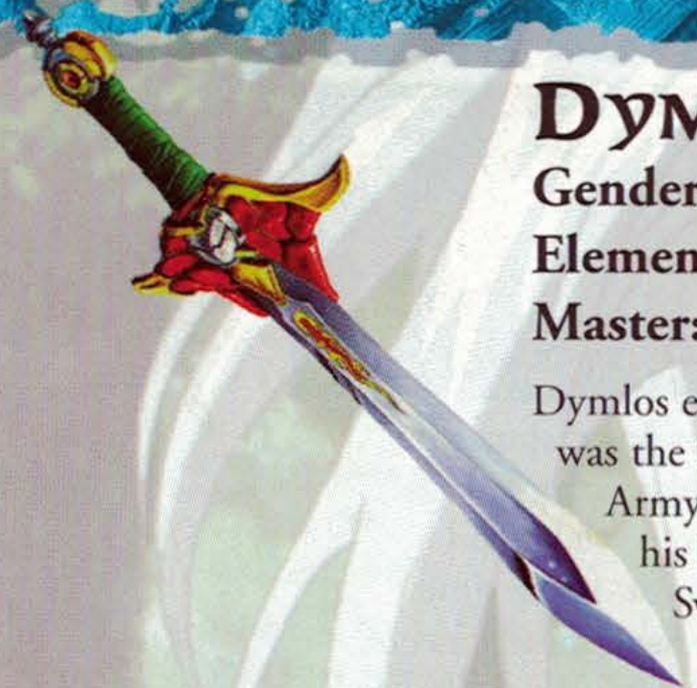
Karyl comes from an old aristocratic family, but has distanced himself from his clan. He wanders the world playing his songs to anyone who's willing to listen. He appears to be flaky and mercurial in his ways...or at least seems to be most of the time. Is he just a playboy out to have fun or does he have some kind of hidden agenda? Is his clowning around just an act? It's really hard to tell.

Bruiser Khang

Age: 39
Height: 190 cm
Weight: 100 kg

Bruiser is an apt name for this world-famous martial artist. Although he has grown vain because of his fame as the #1 undefeated champion fighter in the world, he can be a loyal and fearless fighter. Bruiser's an expert in the use of all kinds of weapons and armor, but he really prefers to take out his enemies the old-fashioned way- with his bare hands!

Introducing the Swordians



Dymlos

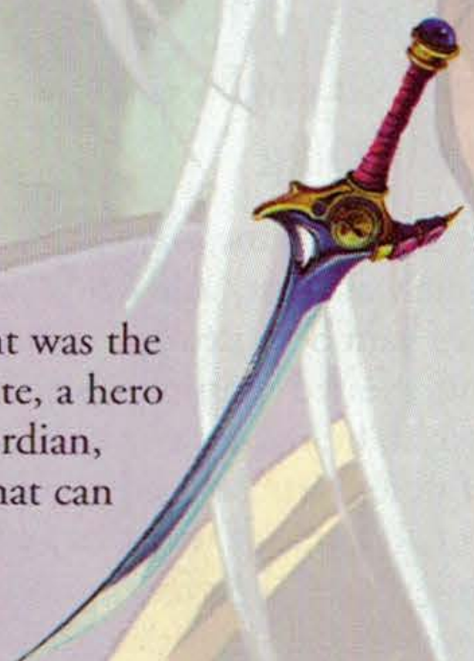
Gender: Male
Element: Fire
Master: Stahn Aileron

Dymlos earned the nickname "Trooper" when he was the Division Commander of the First E'rther Army in the Aeth'er Wars. Dymlos retained his hot temperament even after becoming a Swordian. He has the tendency of taking the lead in anything he gets involved in.

Atwight

Gender: Female
Element: Water
Master: Rutee Katrea

When she was human, Atwight was the personal physician for Clemente, a hero of the Aeth'er Wars. As a Swordian, she possesses healing powers that can be used to help others. Being extremely intelligent, her advice is often sought in important matters.



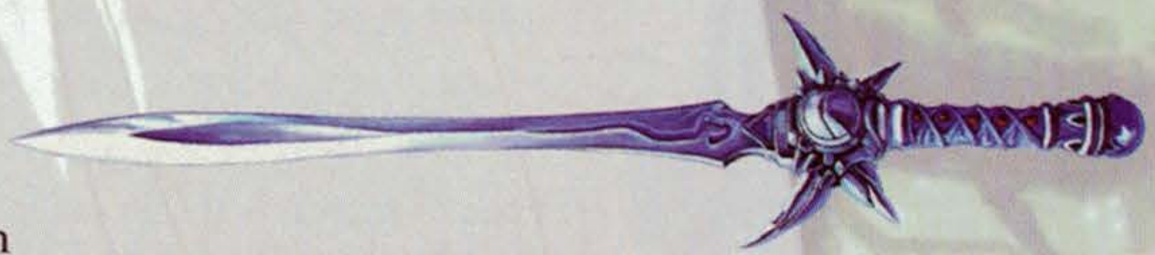
Clemente

Gender: Male
Element: Lightning
Master: Philia Felice

Clemente was one of the first heroes during the Aeth'er Wars and served as a general in the E'rther Army. Popular as a fair and mild-tempered leader, Clemente was also famous for being a bit of a joker. The oldest of the Swordians, he is accepted as their leader.

Igtenos

Gender: Male
Element: Wind
Master: Garr Kelvin



Igtenos' policy in life is to "use logic and intellect in all matters." In other words, he disdains concepts such as passion and physical effort, and would rather engage in more lofty, intellectual pursuits. In his human incarnation, Igtenos was the leader of the E'rther Army's Intelligence Unit and possessed a temperament that was exactly the opposite of Dymlos.

Chaltier

Gender: Male
Element: Earth
Master: Leon Magnus

A squad leader in the Second E'rther Army, Chaltier was recruited to become a Swordian because of his amazing skill and competence in battle. He tends to be insecure because of his coarse nature and worries about his rank relative to the others.

CHAPTER 2

START

A young man named Stahn Aileron had a dream of becoming known throughout the world as the greatest Master Swordsman ever. So he set his sights on the land of Seinegald, sneaking on board a Draconis for transportation, only to have it attacked in mid-air by roving monsters. Fortunately, he was saved by the "Swordian" Dymlos whom he found aboard the Draconis. From that moment on, Stahn's destiny was changed forever...

Tales of Destiny™

Beginning the Game

Use the Directional Buttons to choose the mode on the Title Screen, then enter your selection with the ◯ Button. Use the ✕ Button to return to the Title Screen from the various modes.

New Game

First choose a name for your character. If you want to accept the name already set, select "OK" with the Directional Buttons, then press the ◯ Button to begin playing.

How about making your own name?

First move the cursor to the name input box with the Directional Buttons, then press the ◯ Button. Once the cursor moves into the letter window, select the letters you want one by one with the Directional Buttons, and press the ◯ Button to enter each letter. After you're done, press the ✕ Button to move the cursor back to the name input box, select "OK," then press the ◯ Button to begin play. To erase a letter, press the ✕ Button to move the cursor to the name input box, then press the ✕ Button again to erase the letter.

You can also use a random name

Select "Random" and then press the ◯ Button to display a random name. Keep on pressing the ◯ Button until you come to a name you like, then choose "OK" to select it.

Continue

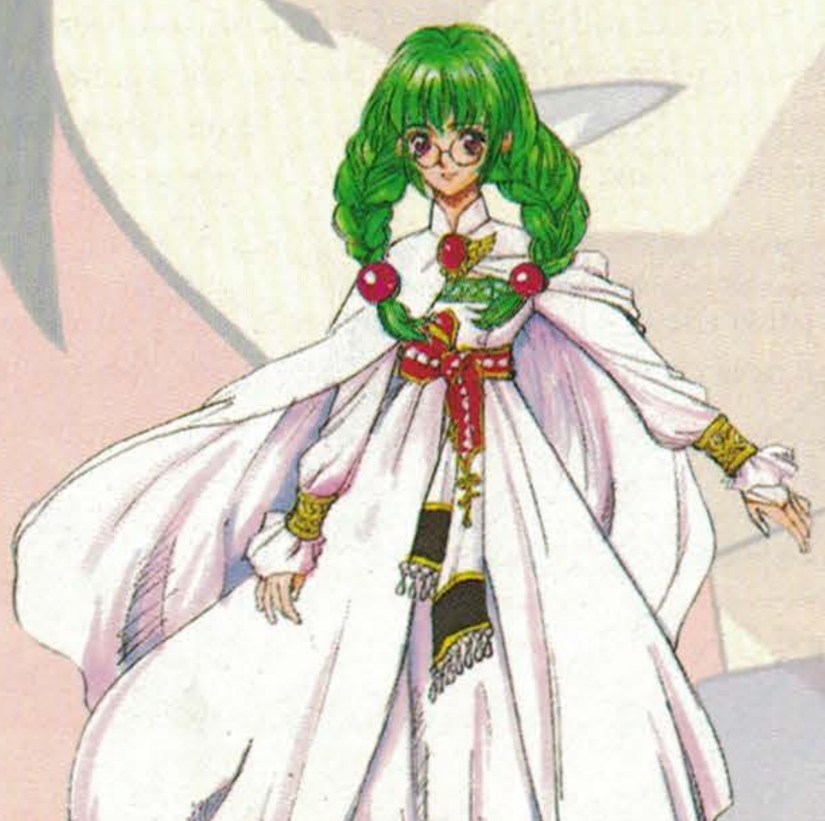
If you have a game already saved, continue by selecting 1 of the 3 save files with the Directional Buttons, and press the ◎ Button. Directions for saving games are given on Page 38.

Custom

Here you can make changes to various game settings. See Page 15 for more details.

Sound Test

Here you can listen to the game background music, sound effects, and voices. See Page 16 for more details.



Customizing Settings

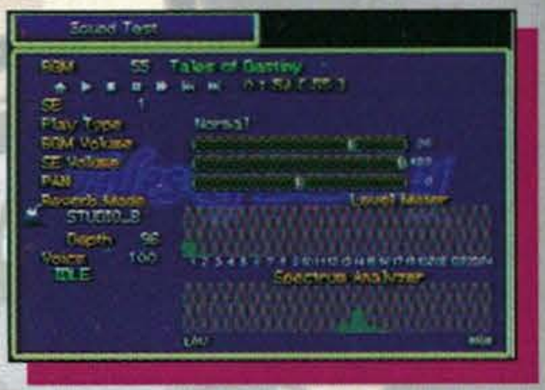
Customize

Here you can alter game settings. To change a setting, press Up or Down to select a menu, then Left or Right to make changes. If you want to return to the default settings, select "Restore" and press the ◯ Button. Press the ✕ Button to return to the Title Screen when done.

Message Speed -	Determines the speed messages are displayed. As you move the cursor over a number, there will be a sample displayed to show actual speed.
Controls -	Sets actions for Buttons.
Sound -	Switches between MONO and STEREO.
Verify Encounter -	When set to ON, the screen will scroll automatically when you encounter enemies to show you the whole field of battle.
Verify Target -	When set to ON, the screen will scroll automatically to confirm target changes.
Voice -	Turns voices heard during battle ON/OFF.
User Window Color -	Changes the color of the windows. Use the (R)ed, (G)reen, and (B)lue color bars to create your own color scheme.
Enemy Window Color-	Changes the color of the enemy windows.
Adjust Screen -	Press Start to select the Adjust Screen option. Adjust the screen position with the Directional Buttons. Press Select to reset to the default position. Press Start to exit.

Sound Test

In the Sound Test, you can listen to the game background music and change sound settings. To make a change, press Up or Down to select a menu, then Left or Right to change songs and other settings. Press the ◎ Button to play the sound effects and music.



BGM - Plays the background music in the game. Select the song with the Directional Buttons, then press the ◎ Button to play. Use the VCR-like controls to pause, skip, etc.

SE - Plays the various sound effects.

Play Type - "Normal" lets you select the songs to play, "Continue" plays the songs in order, and "Random" plays the songs randomly.

BGM Volume - Sets the volume for the background music. Move the bar to the right to increase volume.

SE Volume - Sets the volume for sound effects. Move the bar to the right to increase volume.

Pan - Sets the left and right speaker balance for Stereo Mode.

Reverb Mode - Makes settings for reverberation effects. You may choose between ROOM ➜ STUDIO_A ➜ STUDIO_B ➜ STUDIO_C ➜ HALL ➜ SPACE. Also, use the "Depth" setting to change the depth of the sound quality.

Voice - Lets you listen to the voices of the characters.

Playing the Game

Playing *Tales of Destiny* involves moving the hero Stahn Aileron and his party through their adventures. There are 3 main types of screens in the game. These screens change automatically according to what is happening.

You begin by moving the characters around on the map, traveling to different lands and listening to what the people you meet have to say. Gradually, you will figure out what is happening in the world, and what you have to do about it.

There will also be plenty of enemies to fight and puzzles to solve on your journey. By guiding your party through their encounters and battles, you help them gain invaluable experience.

Now, join Stahn in the unraveling of his destiny!

Map Screen → Page 39

There are 2 kinds of Map Screens to view the characters and their environment. On the GSM (Global Sphere Map), you view the world from a wide angle as the characters move about from town to town. You can also see how they are doing graphically on the Active Party Window.

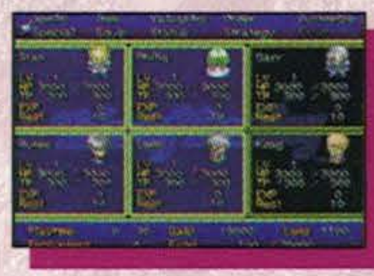
When you are moving around town, in buildings, or in places like caves, the display automatically switches to the Normal Map Screen. This is the basic screen where the game is played.

Battle Screen → Page 45

The Battle Screen appears when you encounter enemies while moving about on the Map Screen or through many kinds of events. Battle is conducted in the E-LMB (Enhanced Linear Motion Battle) System. When your characters defeat foes in battle, they gain experience to help them grow even stronger.

Menu Screen → Page 23

The Menu Screen appears when you check on the status of your characters or when using various commands. The Menu Screen can be displayed by pressing the △ Button from the Map Screen.



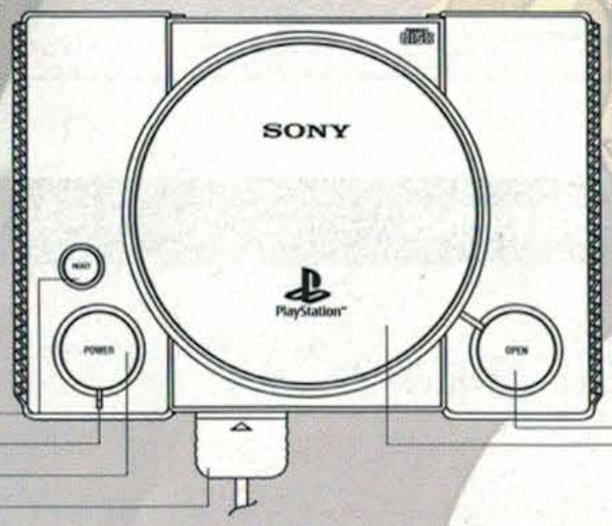
Controls

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Tales of Destiny* disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

For more detailed information, see the explanations for the various screens. The actions for the Buttons given here are the default settings, but they may also be customized (Page 15).

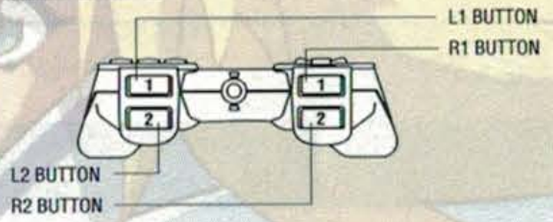
Console

Top View

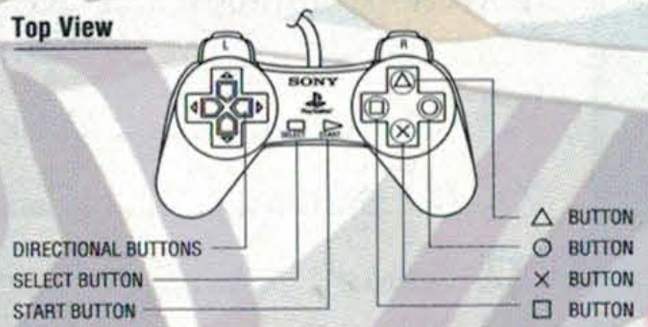


Controller

Front View



Top View



On the GSM (Global Sphere Map) Screen

Directional Buttons .....Movement

⊗ / L2 Button .....Move faster

△ / Select Button .....Display Main Menu

Start Button .....Toggle Window Display

IN TOWNS OR DUNGEONS

Directional Buttons .....Movement

◯ Button .....Talk with people, investigate items

✕ / L2 Button .....Move faster

△ / Select Button .....Display Main Menu

IN MENU SCREENS

Directional Buttons .....Select Menu Item
Status/Equip Screen: switch characters

◯ /L1 Button.....Make selection

✕ /L2 Button.....Cancel

□ Button .....Toggle Item Description - In Item Menu
Enable / Disable Special Skill - In Special Menu

△ Button .....Discard Item

Start Button .....Toggle Adjust Screen Menu

R1/R2 Buttons.....Page Up / Page Down

Using the Controller

BATTLE MENU

Directional Buttons	Movement
○ Button	Slash attack, jumping attack (during dash)
○ Button + ↑	Attack Up
○ Button + ↓	Thrust attack
✕ Button	Special Skill 1 (if set)
✕ Button + ↑	Special Skill 2 (if set)
✕ Button + ↓	Special Skill 3 (if set)
✕ Button + ← or →	Special Skill 4 (if set)
□ Button	Defend
△ Button	Display Battle Menu
Select Button	Set Battle Operation mode
L1 Button	Reverse party order
R1 Button	Change target

CHAPTER 3

SYSTEM

Chapter 3 explains the game actions, the different game screens, and the rules.

Tales of Destiny™

Menu Screen

The Menu Screen is displayed when pressing the △ Button from the Map Screen. On the Menu Screen, you can check on the status of the characters that make up your party or perform different commands as necessary. Press the ⊗ Button to return to the Map Screen.

COMMAND WINDOW

Use the Command Window to issue orders. For details, please see Page 25.

CHARACTER WINDOW

A simple status report is displayed for all the characters in your party. Up to 6 characters may come together to form your party, but only 4 can take part in battle at one time (the characters in back shaded in gray are excluded from battle). Use the "Order" Command to line your characters up for battle (Page 35).

L V .....Level

H P.....Hit points

T P .....Technical points

EXP .....Experience points

NEXT..... Number of experience points left before attaining next level

PARTY WINDOW

Displays the status for your party as a whole.

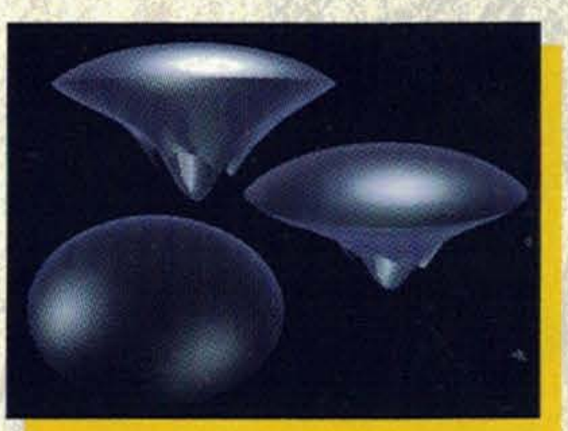
Play Time .....Total accumulated playing time.

Encounters .....Number of encounters so far.

Gald.....How much Gald you possess. Gald is the unit of currency in this world.

Food.....How much food is in your food sack. With food in the sack, just moving around on the map will regenerate your hit points.

Lens.....The number of Lenses you have. Gained by defeating enemies, they can be traded for Gald and also used as an energy source for your items.



Commands

The 10 commands are as follows:
Spells/Special/Item/Equip/Valuables/Status/Order/Strategy/Customize/Save

Use the Directional Buttons to move the cursor to the command you want, then select with the ◯ Button. Depending on the commands you use, you may also have to select a character. **Note: Save only becomes active when you have located a save point or are on the GSM Screen.**

Spells

This command lets you use your magic spells. ***Remember that only Swordian Masters may use spells, and then only when equipped with a Swordian.***

All characters become the Masters of the Swordian they carry. You can use spells to your greatest advantage by choosing which Swordian to carry according to your needs, so plan carefully!

When using spells, make selections with the Directional Buttons, then select with the ◯ Button. Also, by pressing the □ Button when spell is selected, you can decide whether or not to use it in battle.

See Page 55 for information on the different kinds of spells.

Viewing the Spell Screen

SWORDIAN

Point with the cursor and then press Left or Right to switch directly to other Swordian Screens.

SYMBOLS

The ◯ symbol shows spells that may be used any time; the X symbol shows battle spells.

USE DURING BATTLE

Pressing the □ Button will disable a technique in battle.

TECHNICAL POINTS CONSUMED

How many Technical points required to use a spell.

Special Skills

This command lets you use or register Special Skills. The use of this command differs between Stahn and the other characters, so be careful.

Stahn's Special Skills

Stahn can register Special Skills and Sacred Skills.

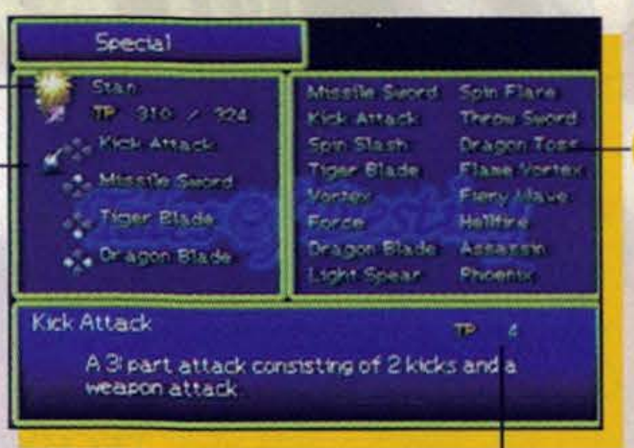
In Battle, Stahn uses Special Skills and Sacred Skills with different combinations of the ⊗ Button and the Directional Buttons. The Direction Buttons actions and Special Skills will be displayed on screen, so first choose the kind of action you wish to perform, then enter the kind of Special Skill to use with that action. Choose with the Directional Buttons, then enter with the ◎ Button. For more information on Special Skills, see Page 59.

CHARACTER

By lining up the cursor, then pressing Left or Right you can switch directly to other characters.

DIRECTIONAL BUTTON ACTIONS

You may register no button, Up, Down, Left, and Right for Directional Button actions.



SPECIAL SKILLS/ SACRED SKILLS

TECHNICAL POINTS CONSUMED

How many Technical points required to use that Special Skill.

Other Characters' Special Skills

Characters other than Stahn use their Special Skills just like they use their spells (Stahn is the same when set to Auto mode). You may choose whether to use the Special Skill immediately or during battle.

Choose Special Skills with the Directional Buttons, then enter with the ◯ Button. To switch between using the Special Skill immediately or during battle, press the □ Button when the Special Skill is selected.

Each character can use different kinds of Special Skills, some of which are the same as Stahn's. See Page 59 for more information.

CHARACTER

By lining up the cursor, then pressing Left or Right, you can switch directly to other characters.

SYMBOLS

The ◯ symbol shows Skills that may be used any time; the ✕ symbol shows Skills used in battle.

USE DURING BATTLE

Pressing the □ Button, will disable a technique in battle.

TECHNICAL POINTS CONSUMED

How many Technical points required to use a Special Skill.

Item

This command lets you use and equip items you are holding. First, choose the item you wish to use with the Directional Buttons, then select with the ◯ Button. Next, select who will use the item (or equip the item), then press the ◯ Button. You can throw an item away by selecting it and then pressing the △ Button.

See Page 65 for a list of the major items.

Valuables

This command lets you view and use the valuables you are holding. Point the cursor at a valuable and an explanation of it will be displayed; depending on the valuable, you can also press the ◯ Button to use it.

Valuables are items that are necessary during the game, so you can't throw them away. They take effect just by being held, but be sure to read the explanations.

Viewing the Items Screen

ITEM NAME
ITEM NUMBER

The name of items you have just picked up are displayed in green. You can hold only 15 of one kind of item.

MEANING OF SYMBOLS

O: Items you can use now.

X: Items you can't use now.

E: Items that can be equipped.

ICONS

You can move a category of item to the front by pointing at it with the cursor. The categories of items shown here are, from the left, New Items/Battle Items/ Alphabetically Arranged/ Weapons/Armor, Clothes/Jewels/Food/ Tools/Discs

COMMENTS

Use the □ Button to see more information on items that can be equipped and food.

CHARACTERS

When an item that can be equipped is selected, the characters that can equip the item will be moving. The following symbols represent the effects of equipped items on the characters.

↑ : Positive effect
↔ : No Change
↓ : Negative effect
E : The Same Item Has Already Been Equipped

Equip

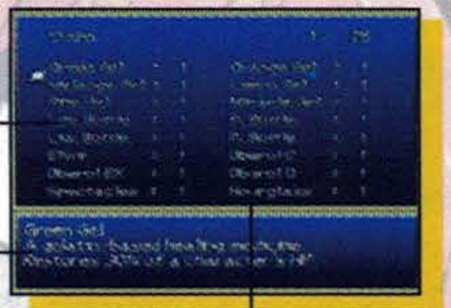
This command lets you outfit yourself with weapons, armor, etc. These items will not be available for use automatically; you must equip yourself with them before you can use them in battle. Press Up or Down to select character, and Left or Right to select command (Equip, Remove, Auto), then enter selection with the ◎ Button.

Equip yourself with items. Press Up or Down to select a category you want to exchange from among items to equip now (however, to exchange other people's Swordians, select "Swordian," not "Weapon"). A list of items that can be equipped will appear on the left side of the screen.

After entering your selection with the ◎ Button, the cursor will move to available items and status changes for the items when equipped will appear on the right side of the screen. Select an item with the Directional Buttons, then enter selection with the ◎ Button.

Also, when the cursor is pointing at currently equipped items, you can switch characters directly by pressing Left or Right.

When Selecting to Equip



AVAILABLE ITEMS

Displayed in green type when the item improves your character's abilities.

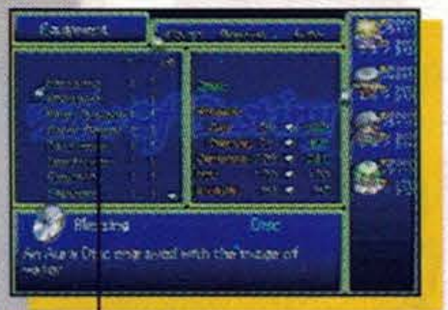
COMMENTS

Switch to status display with the □ Button.

EQUIPMENT STATUS

Select by pressing Up or Down. Press Left or Right to switch among characters.

When Selecting an Item



PARAMETER CHANGE

Improvements to a character's abilities are shown in green type and shown in gray type if there is no change.

Remove

Takes an item off. Press Left or Right to select "remove." Press Up or Down to select the item to remove and press the ○ Button to remove it.

Auto

Automatically equips the optimum item for a direct attack or for defending against a direct attack. Swordians will automatically be selected for Swordian Master. "Accessory 1," "Accessory 2," and "Discs" are not included for selection, so these must be equipped by hand.

Status

This command lets you view the status of your characters as well as the status of the different Swordians held by a Swordian Master. Press Up or Down to point the cursor at the name of a character, then press the ◎ Button to switch the display.

Also, you can press the ◎ Button when the cursor is pointed at the name of a character to call up the Input Name Screen and change the name of that character. Furthermore, you can press Left or Right to switch directly to the Status Screen of a different character.

CHARACTER NAME

Move the cursor here and press the ◎ Button to call up the Input Name Screen. You can press Left or Right to switch directly to the Status Screen of a different character.

SWORDIAN NAME

Move the cursor here to display the status of a Swordian.

Name
Character's name (displayed in green when selected randomly). In the case of Swordian Masters, the Swordian name will also be displayed.

LV
Current level. You gain a level when you reach a certain number of experience points, which raises all of your attributes.

HP
Your current health is displayed on the left; on the right is the number when fully healed. When health reaches 0, you can no longer fight and must go to an inn to recover.

TP
Your current number of technique points is displayed on the left and your maximum number is on the right. Technical points are necessary for using spells and for performing Special Skills. They are restored at inns, and also slightly at the end of battle.

EXP
Experience points. You gain experience points when you defeat a foe. Gaining enough will raise the level of your character.

NEXT
The number of experience points left to gain before being raised a level.

STR
The strength of your character. Affects level of damage inflicted by your attacks.

CON
Your character's constitution. Affects how many hits you can take.

AGL
Agility. Affects attack accuracy and evading abilities.

LUC
Your character's luck. Changes every time you rest in an inn, and affects many things, including battle.

Attack
The attack strength for your character. Displays the amount of damage caused by direct attacks on the enemy. Also different for "slash" or "thrust" attacks.

Intellect
Intelligence. Affects how well your character can use spells.

Defense
Your character's defensive power. Displays resistance to direct attacks by the enemy.

Hit
Your character's accuracy when attacking.

Evade
Evading skills. Displays the chances your character has of avoiding an attack.

Weapon/Armor/Shield/Head/Hand/ Acc.1/Acc.2
What your character has equipped.

Disc
Attachment discs equipped to a Swordian.

Order

With this command you can change the formation the characters in your party take when entering battle. First, choose a character and then push the ◎ Button. When the cursor is displayed on the character, move them to the desired place and then push the ◎ Button again to set position. Keep in mind that you can set not only the characters' order, but also the amount of space separating them.

CURRENT FORMATION

COMMAND

The windows of characters that will participate in battle are highlighted; those left out will have their windows shaded.

Restore

Return the characters to their original formation by selecting this command and then pressing the ◎ Button.

Replace

This command lets you substitute characters on the sidelines for those in battle, and only appears when your party has 5 or more characters. Select "Replace," then press the ◎ Button. At the message asking "Who will you replace?" select the character to take out and then the one to put in battle. Remember that only 4 characters may join in each battle.

It's a good idea to line characters up in order of their defensive abilities.

The character with archery skills can reinforce those in front.

Sometimes it's also necessary to spread your characters out so an enemy spell doesn't hit them all at once.

Strategy

This command lets you give orders to your characters in battle. The two main kinds of orders, "Action Orders" and "Target Orders" are set separately. Also, the orders you can give differ according to what weapons are equipped, so be careful.

The sequence used when changing an order is, 1) select character, 2) select "Action Order" or "Target Order" and 3) select order to change. Selections are made with the Directional Buttons and then entered with the ◎ Button.

ACTION ORDERS

Power
Uses the most powerful Special Skills available with no regard for Technical points.

Tactical
Uses average-level attacks, but will use Special Skills when the enemy has many hit points.

Target Enemy
Doesn't dash, but attacks enemies that have come in range.

Don't use TP
Uses no Special Skills, only normal attacks that don't use up Technical points.

Defend
Always on defense, except when moving.

Obliterate
Uses most powerful spells available with no regard for Technical points.

Group
Uses Special Skills that will take care of all remaining enemies, no matter how weak.

Always Heal
Heals even mildly wounded companions.

Moderate Heal
Heals only more seriously wounded companions.

Support Ally
Uses spell that will help friends defend themselves.

Survive
Always defend, except when you have to move or be healed.

Support
Reinforces main attack with bow.

Brazen Song
Plays songs that will demoralize enemy.

Quiet Song
Plays songs that lift characters' morale.

Improvise
Plays songs that suit battle conditions.

TARGET ORDERS

Weak
Seeks out enemy with lowest hit points for attack.

Strong
Seeks out enemy with highest hit points for attack.

Near
Attacks enemy closest at hand.

Far
Attacks enemy farthest away.

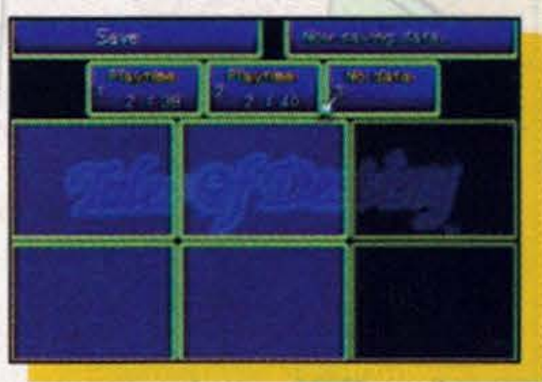
Manual
Lets player choose target by hand.

Customize

The same as the Title Screen's customize mode. See Page 15.

Save

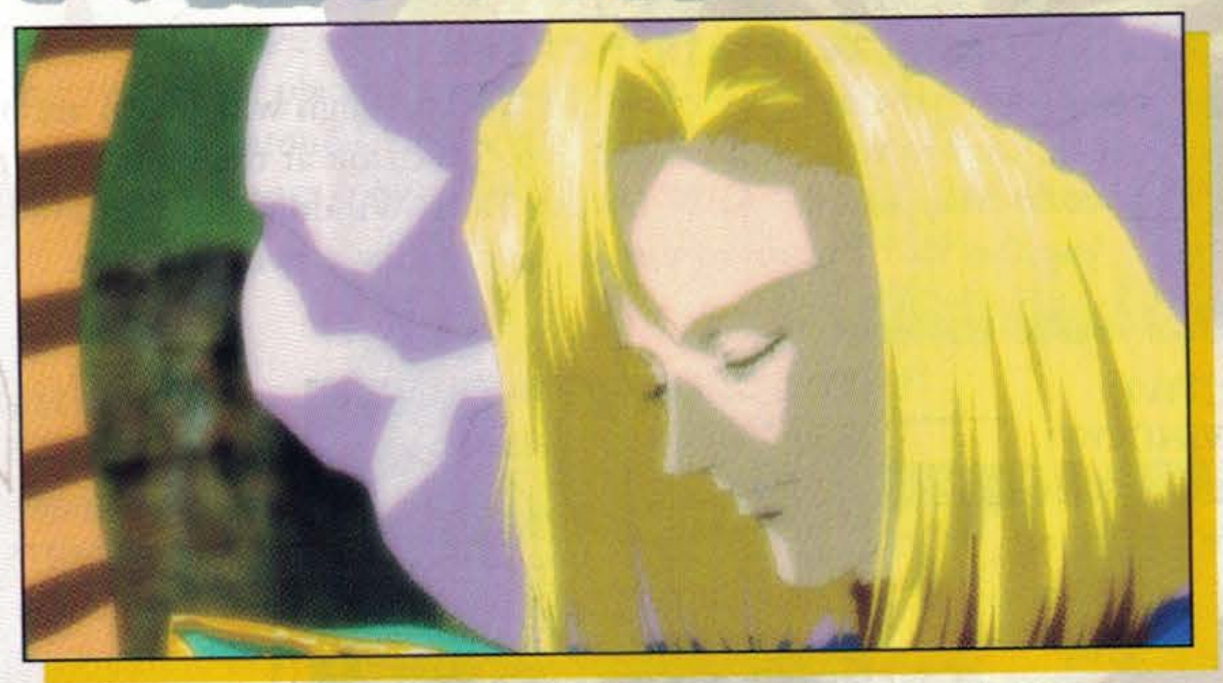
Save the current game so you can restart later from the save point.



Only 3 games can be saved at one time. Use the Directional Buttons to select save slot, then use the ◎ Button to save. When the "Is this OK?" message is displayed, choose "Yes," then press the ◎ Button again to complete the save.

You cannot save everywhere in the game. You can only save when on the GSM or when on special "Save Points."

Map Screen



The two kinds of Map Screens, the GSM (Global Sphere Map) and the Normal Map Screen, are the basic screens on which *Tales of Destiny* is played.

This section will explain how to view the Map Screens and move around on them.

GSM Screen

GSM (Global Sphere Map) Screen

The GSM Screen shows the overall view of the land through which you are travelling. Use the Directional Buttons to walk; hold down the ⊗ Button at the same time to move more quickly. The World Map and the APW (Active Party Window) are displayed at the bottom of the screen. Use the Start Button to display or hide these two windows.

APW (ACTIVE PARTY WINDOW)

Shows what kind of shape your characters are in.

WORLD MAP NAVIGATION WINDOW

Shows immediate surroundings and the party's present location.

DRACONIS

As the game progresses, you will eventually be able to ride the "Draconis" and use it for transportation. Move your party on top of the Draconis on the GSM screen to board it and fly around for speedy movement. Use the ○ Button to move forward and the Directional Buttons to change direction. Use the ⊗ Button to disembark.

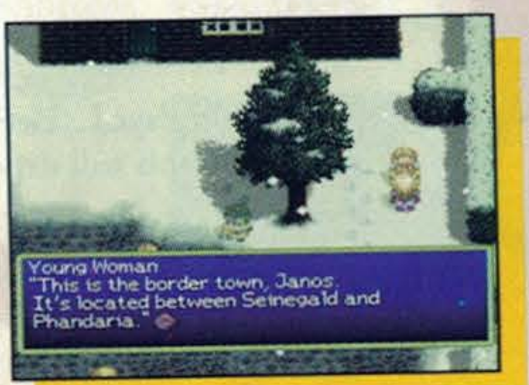
The Towns

The Normal Map Screen is used when moving around towns and buildings, and also inside places like caves. Use the Directional Buttons to walk around, and hold down the ⊗ Button at the same time to move more quickly.

Talk/Investigate, etc.

Pressing the ◎ Button when coming up to a person or an object lets you talk with the person or investigate the object. You can also open treasure boxes and activate switches.

Many of the conversations are crucial to advancing in the game, so be sure to use them to gather as much information as possible.



Move Objects

Pressing and holding the ◎ Button when next to an object lets you either push it or pull it around with you. This will be useful in many situations.

Sorcerer's Ring

When the Sorcerer's Ring is equipped, you can use it by pressing the □ Button to shoot an intense beam of energy.

Shopping

You can buy and sell many items in the different stores in the towns. When you talk to a store clerk, the 4 options displayed are "Buy", "Sell", "Exit Store" and "Equip." Here we will use "Buy" as an example.

1. Select "Buy" with the Directional Buttons, then press the ◎ Button.

2. A menu will be displayed. Here you can pick which goods you want to buy. How you do this will depend on how much you want to buy.
   - When you want to buy lots of things at once:

     Select which goods to buy with the Up and Down Directional Buttons, then use the Left and Right Directional Buttons to determine how many you want. When you want to buy other kinds of goods, just repeat the process..
   - When you only want to buy one item::

     When you only want to buy one item,, all you have to do is select it with the Up and Down Directional Buttons. You do not have to set the number to 1 (0 is OK, too).

3. When the products and number have been set, press the ◎ Button. When the "Are you sure?" message is displayed, choose "Yes" and then press the ◎ Button again to complete the purchase.

4. Keep in mind that you can only have 15 of one kind of item at the same time. When selecting number of objects to purchase, you will not be able to choose a number that will exceed this limit.

Exploring the Towns

There are many kinds of facilities waiting for you in the towns and villages. Use them well to heal the pains of your journeys, obtain weapons and other tools, and otherwise aid you in your adventures.

Inns

Resting in the inns brings your hit points and Technical points up to their maximum level, and also lets characters no longer capable of battle recuperate. There are also some places where you can also use beds inside houses to recuperate instead of inns.

Inn

Recuperating in a bed

Equipment/Weapon/Armor Shops

Here you can buy equipment, weapons, and armor, as well as sell off things you no longer need. Depending on the size of the store, you may be able to buy tools, weapons, and food all at the same place.

Please refer to Page 65 for information on items.

Weaponry

You can locate stores by their signs

Provisions Stores

These stores sell food to put in your food sack. There are fish stores, vegetable stores, and many other places to buy provisions.

Provisions store

There are lots of stores at the harbor

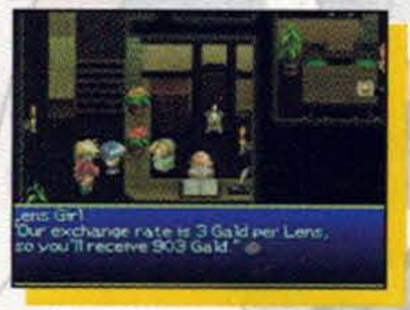
Save Points

As explained on Page 38, these are the only places you can save games besides on the GSM Screen. Look for the save icon on the ground. You must be standing on the icon for the "Save" Function to work.

Be sure to save frequently

Oberon Corporation

This company purchases Lenses from around the land and makes different Lens products to sell. They have employees stationed at inns and shops that will buy the Lenses you've collected. The exchange rate for Lenses goes up and down, though, so be sure to sell at the right time. There are also stores that sell Oberon Corp. products.



The exchange rate fluctuates

Battle Screen

The Battle Screen appears when you encounter enemies while moving about on the Map Screen or through events. Battle is conducted in the E-LMB (Enhanced Linear Motion Battle) System to make it easy to wage devastating battles.

SCREEN

Normally, you can see only two screens worth of action at once, but the following Buttons let you view the whole battle:

- When the Battle Menu is being displayed, push the L1 or R1 Buttons to scroll left or right.
- When the Battle Menu is displayed, press Up or Down while the □ Button is depressed to enlarge or shrink the screen.

BATTLE MENU

Display the Battle Menu with the △ Button. Use the Battle Menu for actions other than attacking or defending, such as using spells. (See Page 51)

TARGETS

Use the R1 Button to switch targets.

ENEMY WINDOW

Enemy character names and number are displayed from the left.

PARTY WINDOW

Character names, hit points, and Technical points are displayed from the left.

RULES

(1) When you defeat all enemies, you gain experience points, Gald, Lenses, Technical points and sometimes items.

(2) Characters are taken out of a fight when their hit points reach 0. When all 4 characters in a battle are rendered incapable of fighting, the game is over, but you can restart from the last saved location.

Actions During Battle

You control only the actions of your main character. All other characters in your party will submit to the "Orders" and "Strategy" you outline for them, but they will fight on their own. Also, there are two modes for controlling your character which can be switched during battle Auto and Semi-Auto.

Switching Modes

Switching modes is accomplished with the Select Button. Press the Select Button to display the action mode, then press again to change it.

Push the Select Button once to display current mode

Semi-Auto.....Default setting when the game begins.

Auto .....Your main character becomes fully automatic like the other characters in the party.

Moving

Press Left or Right to make your character walk left or right.

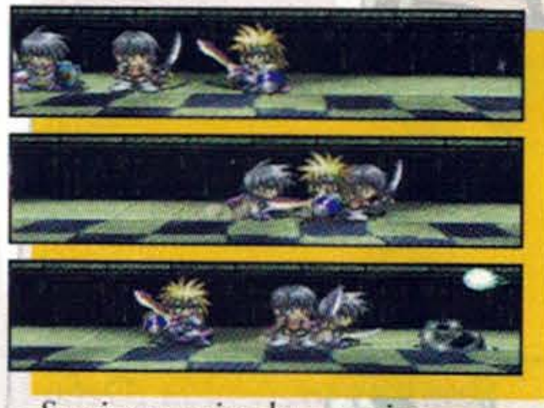
Defending

An enemy's attack can be defended against with the □ Button. This defense is good against attack from weapons, but will not protect you against spells.

Defending

Reversing Formation

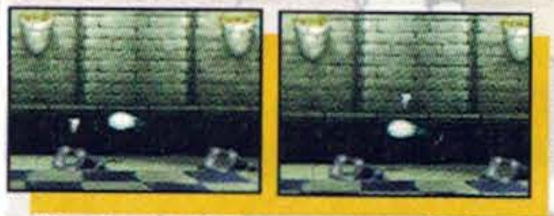
You can reverse the formation of your party with the L1 Button. For instance, if you have the character with the highest hit points or defensive ability up front, this lets you respond quickly to attacks from the rear.



Survive surprises by reversing formation

Targeting

Your main character will automatically start attacking the nearest enemy. However, you can use the R1 Button to switch targeted enemy characters.



Use the R1 Button to instantly change the object of your attack

Normal Attacks

Your main character performs a "slash attack" when you press the ◎ Button. Use the ◎ Button while pressing Up to conduct a "ground-to-air" attack, and Down to conduct a "thrusting attack."

Slash Attack

◎

Handy when close to the enemy, or when equipped with an axe.

Thrust Attack

◎ + ↓

Advantageous when the enemy is farther away, or when equipped with a spear.

Ground-to-Air Attack

◎ + ↑

Use the "Ground-to-Air" against enemies who are in the air. Can be used equally effectively with the sword, axe, or spear.

Dash Attack

When attacking an enemy far away on Semi-Auto mode, your character will automatically make a dash attack and then return to his original position when the enemy has been finished off.

You can also use the Directional Button opposite the direction the character is returning in to make him/her stop in place.

Jumping Attack

By using the ◎ Button during a dash, you can turn a dash attack into a jumping attack. Also, while jumping, you can use the Directional Buttons in the same way as during a normal attack to perform jumping thrusts and jumping air attacks.

Jumping Slash
◎ (while dashing) ➡ ◎

Jumping Thrust
◎ + ⬇ (while dashing) ➡ ◎

Jumping Air Attack
◎ + ⬆ (while dashing) ➡ ◎

Special Skills

Use the ⊗ Button to perform your character's Special Lethal and Sacred Skills. Using the ◎ Button in combination with the Directional Buttons performs Special Skills, which have to first be registered with the "Special Skills" command.

Other characters also have Special Skills, which you can order them to use or not use with the "Special Skills" command.

Special Skill 1
⊗ Button

Special Skill 2
⊗ Button + ⬆

Special Skill 3
⊗ Button + ⬇

Special Skill 4
⊗ Button + ⬅ ➡

Battle Menu

Use the △ Button to display the Battle Menu. On the menu, select with the Directional Buttons and enter with the ○ Button. The 6 menu options are Spells/Special Skills/ Command/Strategy/Order/Item.

Spells

Characters other than your main character will usually use spells only according to the strategy you've set, but with this menu option you can use spells any time you like. After entering the character you would like to use, the Spell Screen will be displayed. Make your selection with the Directional Buttons, then enter with the ○ Button. Finally, select the target on which the spell will be cast.

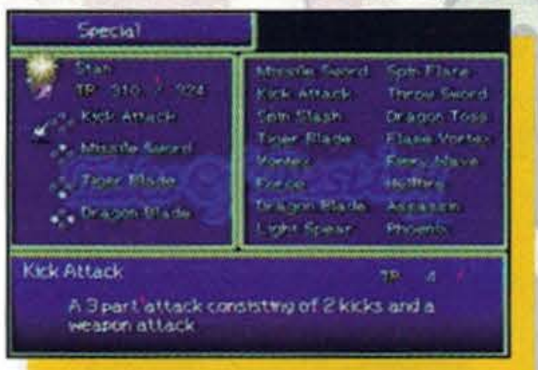
First select character to use.

Next select the spell.

Choose an enemy to target.

Stahn's Firewall explodes!

Special Skills



Just like spell, this menu option lets you make use of Special Skills that usually are only used automatically. Enter choices in this order: Character to use ➜ Special Skill ➜ Target Character.

As with the "Special Skills" command, you can set whether or not to use Special Skills automatically with the ▢ Button. You can register Special Skills if your main character's operation mode is set to Semi-Auto, and whether or not to use the them automatically if set to Auto.

Command

This option is like the "Strategy" command, except that orders given here are good only during the battle and effect all characters in your party. The orders you can give are as follows:

No Quarter!.....All of your characters attack with the strongest attacks possible.

Recover!.....Use all the healing spell necessary to make sure that no one gets taken out of battle.

They're Mine!.....Makes all characters concentrate only on defense, except for moving and healing.

Protect!.....Makes everyone support another character.

Use No Skills!.....Makes all characters stop using Technical points.

Retreat!.....A retreat timer appears in the upper-right part of the screen, and when it empties everyone retreats.

Strategy

With this option you can change the strategy you set before. Enter choices in the order, character to change ➜ Action Order or Target Order ➜ Order Type. For details of commands see Page 37.

Order

This option lets you change formation. First choose a character, then press the ◎ Button. When the cursor is displayed on the character, move it to the desired position in the formation and then press the ◎ Button. Finally, select "OK" and then press the ◎ Button again to go back to the battle. Also, you cannot make character substitutions in the middle of a battle.

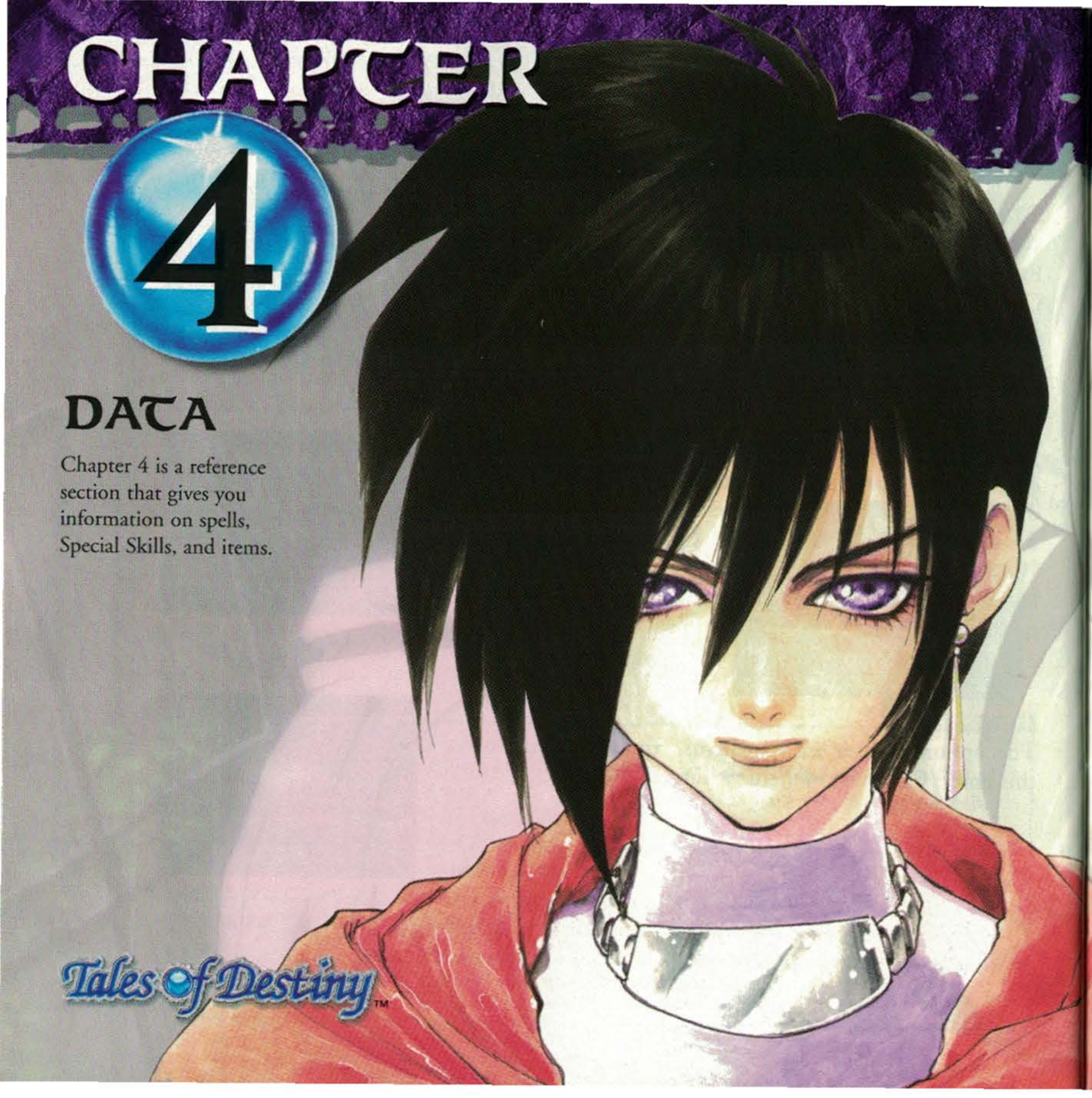
Item

This option lets you use your items. To use an item, follow this order: Character ➜ Item ➜ Target Character.

CHAPTER 4

DATA

Chapter 4 is a reference section that gives you information on spells, Special Skills, and items.



Spells

Spells

Only Swordian Masters may use the Swordians to unleash the mystical forces of spells. If you are a Master, you may use any Swordian to unleash their different abilities.

You may use different kinds of spells depending on the Swordian you use. Using spells requires Technical points. Technical points decrease each time you use spells, so be careful! Characters other than your main characters will use their spells in battle automatically according to the strategy you've set (your main character too, if in Auto mode), but you can use the Battle Menu to have them use spells any time you want. You may also choose whether or not to use spells during battle. Here are some of the spells in the game.

DYMLOS

Name	Type	Target	Effect
Fireball	Attack	Single Target	Hurls a ball of fire at the enemy.
Eruption	Attack	Area	Makes molten lava erupt from the ground around the enemy.
Firewall	Attack	Single Target	Burns the enemy to a crisp inside a wall of fire.
Firestorm	Attack	Area	Wraps the enemy in a whirlwind of flames.

Fireball

Eruption

Firewall

Firestorm

ATWIGHT

Name	Type	Target	Effect
First-Aid	Healing	Single Target	Restores hit points.
Ice Needle	Attack	Single Target	Shoots off a stream of ice needles at the enemy.
Deep Mist	Defense	Single Target	Creates camouflaging mist that lowers the enemy's hit rate.
Ice Tornado	Attack	Area	Envelopes the enemy in a hail of ice.
Acid-Rain	Assist	Area	Calls forth acid rain to beat down the enemy's defenses.
Antidote	Healing	Single Target	Heals a poisoned companion.
Barrier	Assist	Single Target	Gives aid to a friend's defense.
Ice Wall	Attack	Single Target	Encloses the enemy in a wall of ice.
Recover	Healing	Single Target	Heals a friend's wounds.

First-Aid

Ice Needle

Deep Mist

Ice Tornado

CHALTIER

Name	Type	Target	Effect
Stone Blast	Attack	Single Target	Unleashes a hail of rocks at your enemy.
Spike	Attack	Single Target	Attacks enemies with stone spikes that appear from the ground.
Strong Hammer	Assist	Single Target	Knocks out an enemy with a hammer from above.
Stone Wall	Attack	Single Target	Seals the enemy in a wall of stone.

Stone Wall

Strong Hammer

Spike

IGTENOS

Name	Type	Target	Effect
Wind Arrow	Attack	Single Target	Shoots an arrow crafted of wind at the enemy.
Storm	Attack	All	Lets loose a ferocious gale at the enemy.
Arrow Stream	Attack	Single Target	Repeatedly fires off arrows made from wind.
Whirlwind	Attack	Area	Wrap the enemy in a crushing whirlwind.

Wind Arrow

Storm

Arrow Stream

Whirlwind

CLEMENTE

Name	Type	Target	Effect
Fireball	Attack	Single Target	Hurls a ball of fire at the enemy.
Wind Arrow	Attack	Single Target	Shoots an arrow crafted of wind at the enemy.
Stone Blast	Attack	Single Target	Unleashes a hail of rocks at your enemy.
Lightning	Attack	Single Target	Flings a small bolt of lightning at the enemy.
Storm	Attack	All	Lets loose a sudden gale at the enemy.
Ice Tornado	Attack	Area	Envelopes the enemy in hail of ice.
Tractor Beam	Attack	Area	Raises enemies into the air and then come crashing down.
Ray	Attack	Area	Showers the enemy with piercing rays of light.
Thunder Blade	Attack	All	Calls forth powerful lightning to burn your enemies to a crisp.
Fear Flare	Attack	Area	Shoots multiple fireballs at your enemy.

Thunder Blade

Storm

Tractor Beam

Special Skills

Each character can use a unique set of Special Skills. The Special Skills vary, from Stahn and Leon's skills that emphasize swordsmanship to Rutee's skills that emphasize her ability to move quickly.

Special Skills consume Technical Points like Spells, and characters can master more Skills as they gain more levels. However, only Stahn is capable of mastering the Sacred Skills, which require Stahn to read special books called the Sacred Texts and to know certain Spells and Skills.

Characters in your party other than the main character will use their Special Skills automatically in battle according to your settings in the Strategy Menu (This also applies to your main character if he is in Auto mode.). You can also use specific Skills at any time during a battle by choosing them from the Battle Menu. In addition, you can enable or disable the Skills that are used automatically by party members during battle.

STAHN'S SPECIAL SKILLS

Technique Name	Effect
Missile Sword	A projectile attack created by air pressure from a sword swing.
Kick Attack	A 3-Combo attack that starts with two kicks and blends into a sword attack.
Spin Slash	An attack that goes from a short jump to a whirlwind of aerial slashes.
Tiger Blade	A quick two-step technique that slices the enemy as though in the jaws of a tiger.

Missile Sword

Kick Attack

Spin Slash

Tiger Blade

STAHN'S SACRED SKILLS

Technique Name	Effect
Spin Flare	Starts off with a whirling jump and ends with a fire-clad crash into the enemy.
Throw Sword	Throws the user's sword at a target.
Dragon Toss	Throws down enemies after they are tossed into the air with multiple kicks.
Flame Vortex	Creates a vortex of fire that surrounds the user.

RUTEE

Technique Name	Effect
Search Gald	Search for and pick up Gald on the ground during a battle.
Snipe Air	Repeat stinging thrusts from the air.
Thievery	Steals items from the enemy.
Escape	Enables escape from enemies by setting up a smoke screen.

Snipe Roar

Snipe Air

Blood

LEON

Technique Name	Effect
Missile Sword	A projectile attack created by air pressure from a sword swing.
Kick Attack	A 3-Combo attack that starts from two kicks and blends into a sword attack.
Tiger Blade	A quick two-step technique that slices the enemy as though in the jaws of a tiger.
Dragon Blade	Rip into your opponent again and again like a wild dragon.

Missile Sword

Kick Attack

Tiger Blade

Dragon Blade

PHILIA

Technique Name	Effect
Inspect	Snoops out the enemy's secrets .
Philia Bomb	Throws a secret chemical mixture at the enemy to cause damage.
Twin Bomb	Throws two bombs at once for double damage.
Bomb Rain	Rains a special chemical mixture down on the enemy.

Inspect

Philia Bomb

Twin Bomb

Bomb Rain

GARR

Technique Name	Effect
Power	Shoots a poison arrow at the enemy.
Wind Blade	Breaks sword-lock with a thrust and attacks enemy.
Arrow Storm	Lets loose a torrent of arrows at the enemy.
Vortex	Sets free a twister to break down your enemy's defenses.

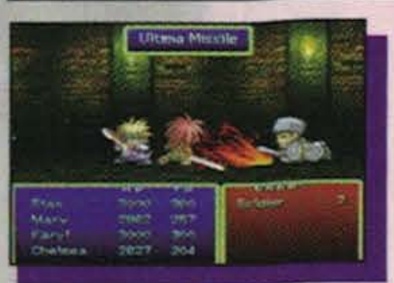
Power

Speed

Arrow Storm

MARY

Technique Name	Effect
Beast Blade	First bashes into enemy and then cuts them down with fierce blade-work.
Power Missile	A more powerful, more damaging version of Demon Sword.
Double Blade	Cuts into your enemy twice quickly.
Fierce Missile	A more powerful version of the Demon Sword that also knocks out the enemy.



Ultima Missile

Force

Double Blade

Beast Blade

KARYL

Technique Name	Effect
Symphony	Increases your companions' accuracy for a time.
Samba	Damages the enemy with a deadly sonic blast of notes.
March	Increases your companions' evasion capabilities for a time.
Rumba	Playing a rumba this strong actually causes paralysis in your opponents.

Waltz

Symphony

March

Golden Voice

CHELSEA

Technique Name	Effect
Power	Shoots a powerful arrow at the enemy.
Speed	Lets loose a torrent of arrows at the enemy.
Shock Arrow	Shoots a lethal arrow at the enemy.
Speed Arrow	Shoots arrows as penetrating as swallows diving through the air.

Force Arrow

Shock Arrow

Speed Arrow

BRUISER KHANG

Technique Name	Effect
Volt Thrust	Beats enemy into a pulp with an electric punch.
1-2 Combo	A two-step technique that follows a body blow with a powerful uppercut.
Upper Cut	Punishes the enemy with fast footwork and a fierce upper-cut.
Hurricane	This technique tears the enemy to shreds with a twister.

Hip Attack

Volt Thrust

Uppercut

Items

There are many items you'll need for the adventures you'll surely find on your journey. Here we will introduce just a few of them. Remember you can only hold 15 of one kind at a time.

Valuables

You don't use these items yourself, but they are crucial in the game. To see what kinds of valuables you are holding onto, use the "Valuables" command.

Equipment

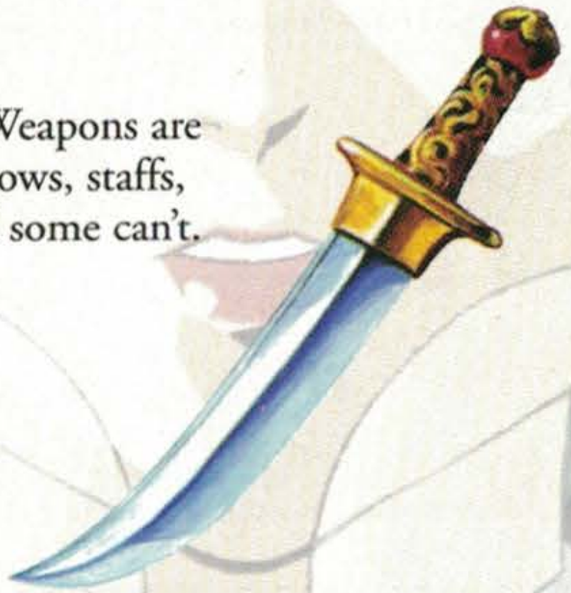
There are many kinds of equipment, including those used for healing and those used for war. There are also equipment which use up Lenses, and some strange ones which change when you use them on other equipment.

Food (Provisions)

Food is a handy item which, when you put it in your food sack, lets you recover hit points just by walking around. More expensive foods will stay edible longer.

Weapons

Use weapons to wage battle after equipping them. Weapons are divided up into types, such as swords, axes, spears, bows, staffs, and others, all of which some characters can use and some can't.



Accessories

Each character can equip two of these items in addition to weapons and armor. There are many types, each with their own effects.

Armor

Armor protects you from losing hit points in battle. Armor is divided up into body armor, shields, helmets, and gloves. Just as with weapons, each character has armor they can and can't equip.

Swordians

These strange swords are imbued with personalities, and grow in strength along with the Swordian Master who wields them. They were crafted in the War of Heaven and Earth 1,000 years ago, and have lenses buried in them that enable their Master to use their spells.

Aura Discs

These are items that attach to the Swordians and have the effect of extending their powers.

VALUABLE	EFFECT
Small Food Sack	A food sack which can hold maximum 200 food.
World Map	A map of the world which shows you at a glance where you are.

TOOL	EFFECT
Green Gel	Gelatin medicine made from apples which heals up to 30% of your hit points.
Orange Gel	Gelatin medicine made from oranges which heals up to 30% of your Technical points.
Life Bottle	A bottle which holds the Water of Life to rejuvenate a character who has been taken out of a fight.
Panacea Bottle	This bottle holds a panacea capable of rescuing characters even from poison and petrifaction.
Spectacles	A mysterious lens which lets you know an enemy's hit points, Technical points, and element.

WEAPONS, ARMOR, ACCESSORIES	EFFECT
Longsword	A longsword wrought of iron you can use for both cutting and thrusting.
Hand-Axe	A small axe well suited to cutting.
Corcesca	This type of spear is great for thrusting.
Battle Suit	This superb piece of armor increases not only defensive but also offensive abilities.
Cloak	This cloak increases defensive ability a little bit.
Sorcerer's Ring	This ring lets you use the power of lenses to shed light in dark places.

Notes

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